WAY OF THE SAMURAI 2

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MATURE 17+

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CONTENT RATED BY ESRB

Spike

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Warning:
Read Before Using Your PlayStation®2 Computer Entertainment System.
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

Warning to Owners of Projection Televisions:
Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

Use of Unauthorized Product:
The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

Handling Your PlayStation 2 Format Disc:
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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A Special Message from CAPCOM

Thank you for selecting WAY OF THE SAMURAI™ 2 for your PlayStation®2 computer entertainment system. We at CAPCOM ENTERTAINMENT are proud to bring you this new addition to your video game library.

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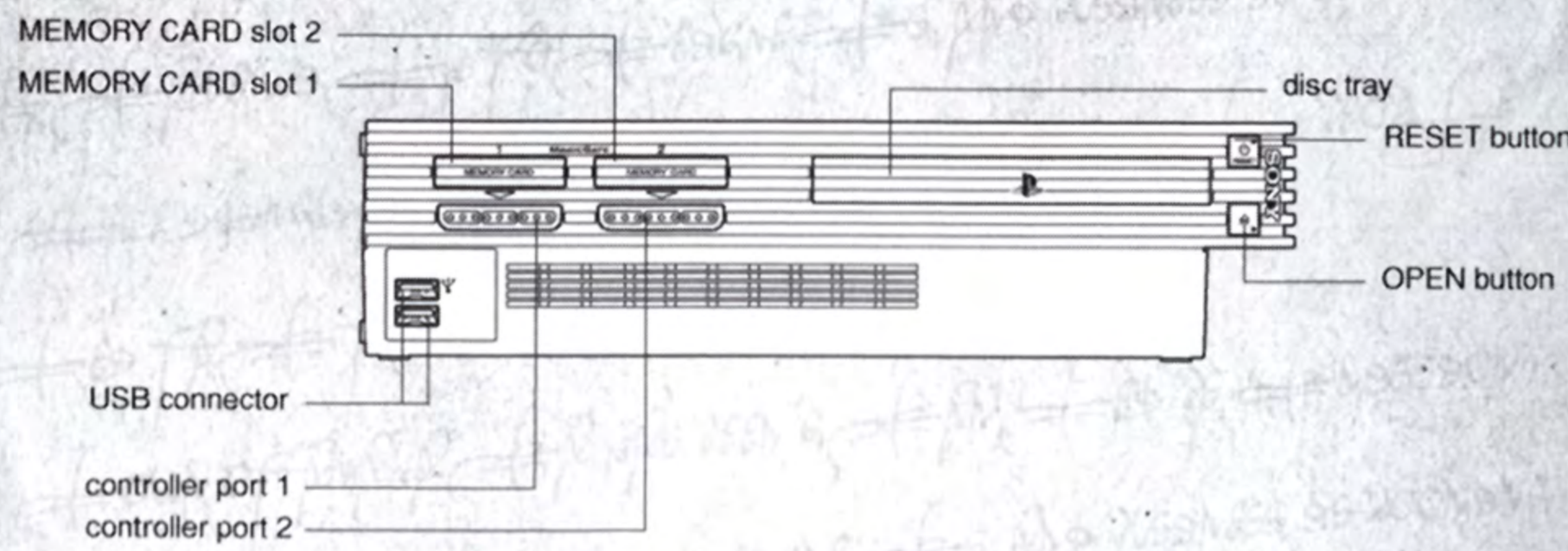
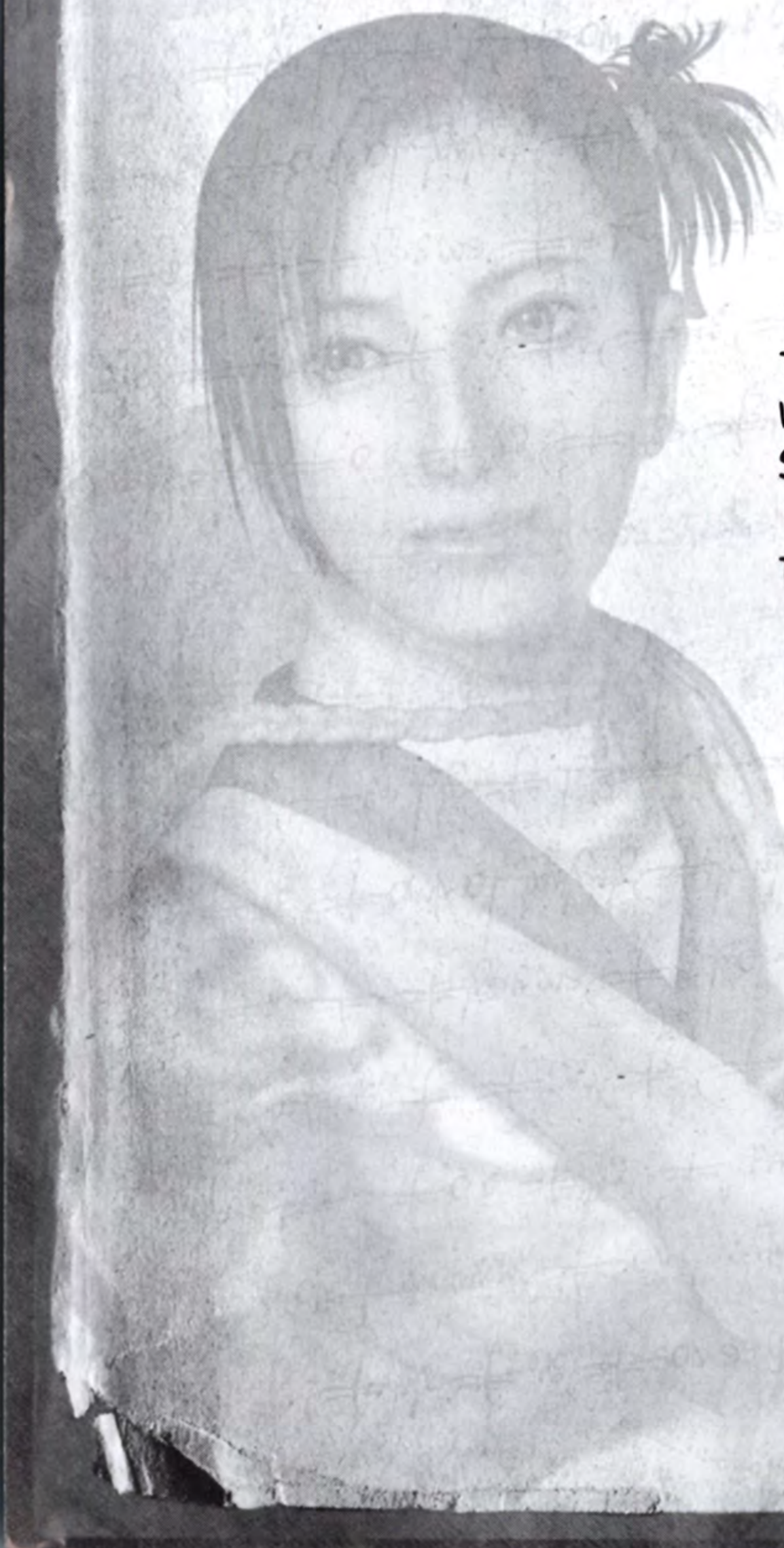
GETTING STARTED



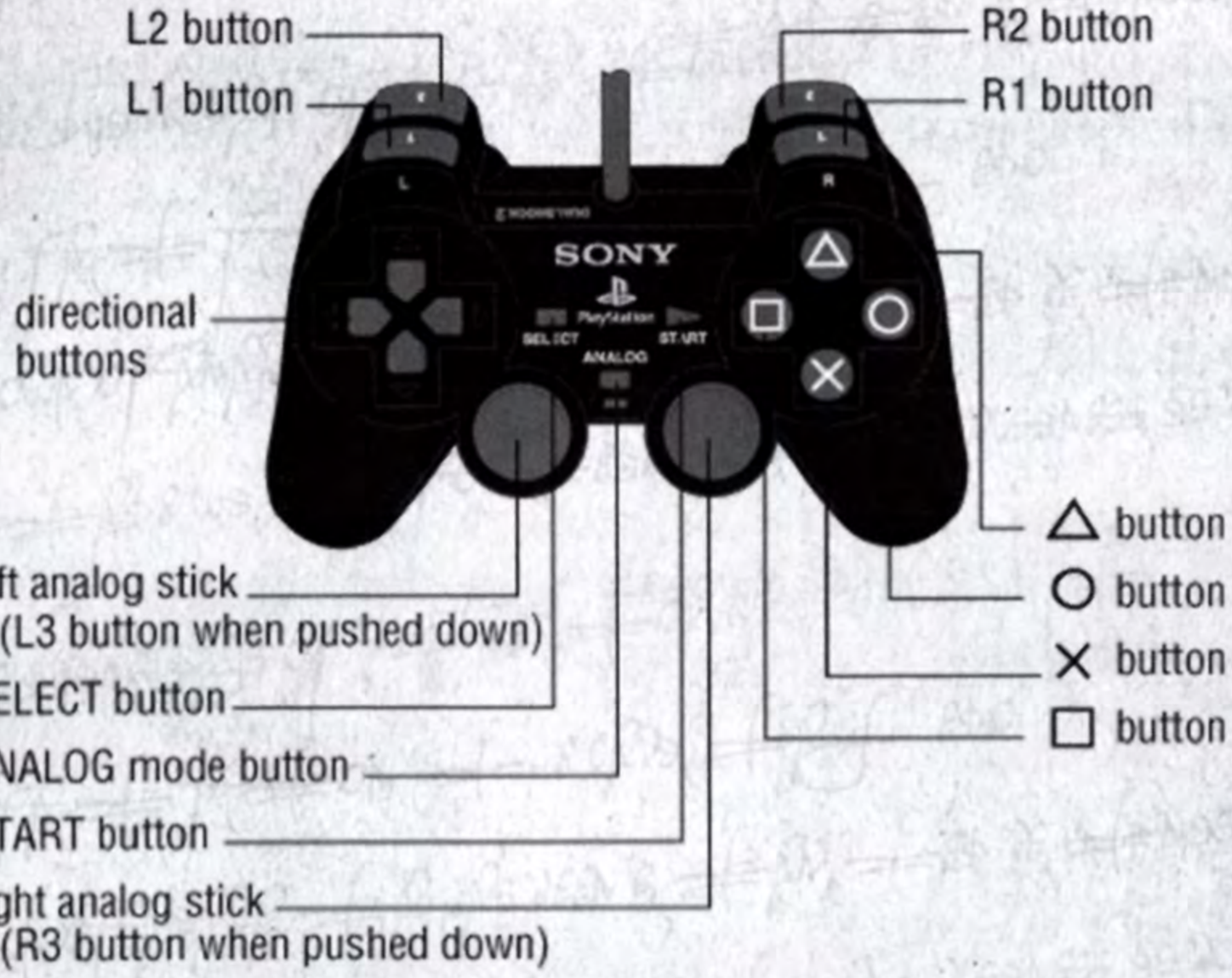


SET UP YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM ACCORDING TO THE INSTRUCTIONS IN ITS INSTRUCTION MANUAL. MAKE SURE THE **MAIN POWER** SWITCH (LOCATED ON THE BACK OF THE CONSOLE) IS TURNED ON.

PRESS THE **RESET** BUTTON. WHEN THE POWER INDICATOR LIGHTS UP, PRESS THE OPEN BUTTON AND THE DISC TRAY WILL OPEN. PLACE THE **WAY OF THE SAMURAI 2** DISC ON THE DISC TRAY WITH THE LABEL SIDE FACING UP. PRESS THE OPEN BUTTON AGAIN AND THE DISC TRAY WILL CLOSE.

ATTACH GAME CONTROLLERS AND OTHER PERIPHERALS, AS APPROPRIATE. FOLLOW ON-SCREEN INSTRUCTIONS AND REFER TO THIS MANUAL FOR INFORMATION ON USING THE SOFTWARE.

STARTING UP



DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

WAY OF THE SAMURAI™ 2 IS A 1 PLAYER GAME THAT SUPPORTS THE DUALSHOCK®2 ANALOG CONTROLLER. BEFORE BEGINNING PLAY, CONNECT THE CONTROLLER TO CONTROLLER PORT 1.

- WHEN VIBRATION IS SET TO ON, THE CONTROLLER WILL VIBRATE IN RESPONSE TO GAME EVENTS. YOU CAN TURN VIBRATION ON/OFF IN OPTION MODE. (SEE PAGE 11.)

MEMORY CARDS

TO SAVE A GAME, INSERT A MEMORY CARD (8MB) (FOR PLAYSTATION®2) INTO MEMORY CARD SLOT 1 OF YOUR PLAYSTATION 2 CONSOLE. YOU CAN LOAD SAVED GAME DATA FROM THE SAME MEMORY CARD, OR FROM ANY MEMORY CARD CONTAINING WAY OF THE SAMURAI 2 SAVE GAME DATA.

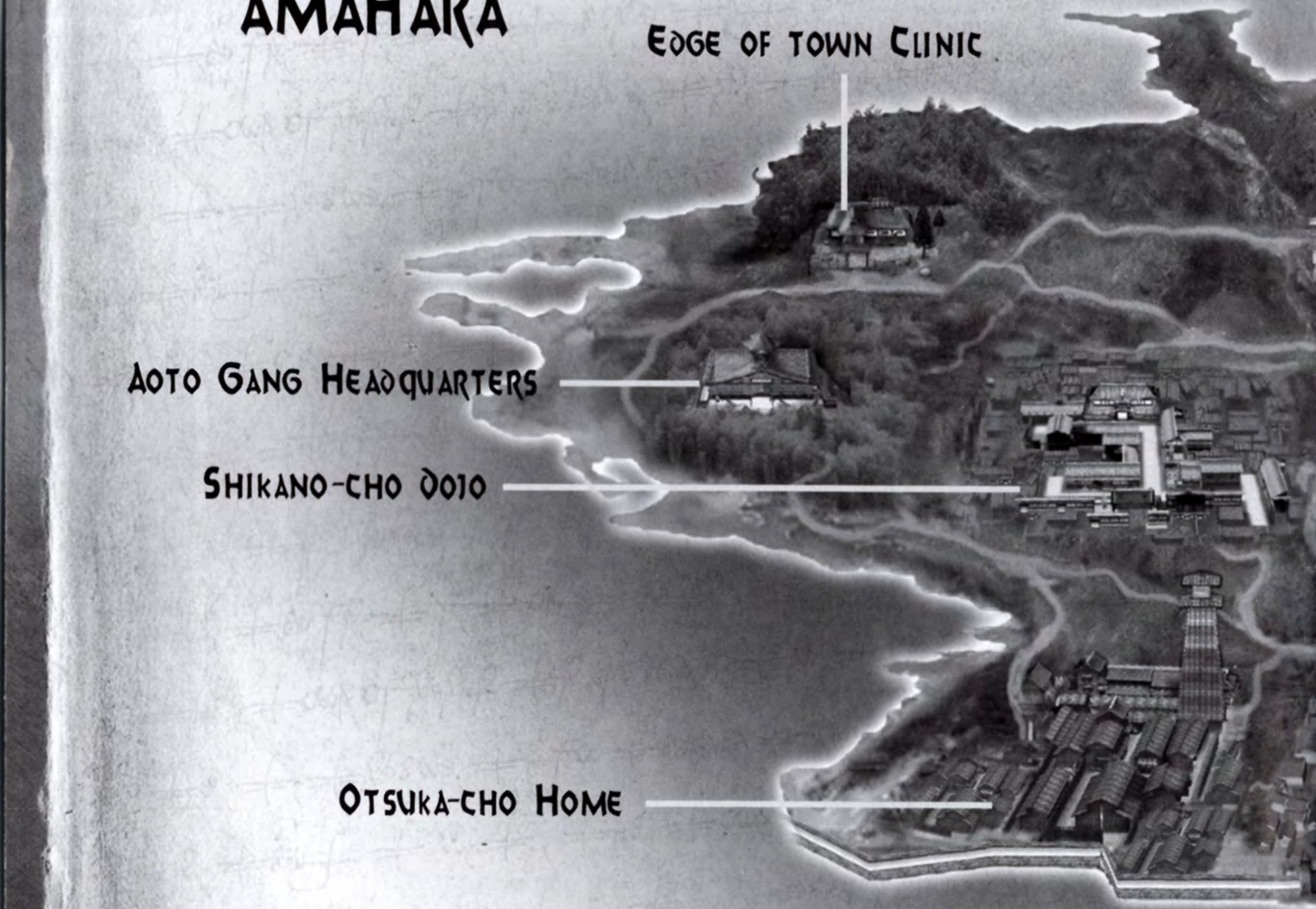
- YOU NEED AT LEAST 134KB OF FREE SPACE AVAILABLE ON THE MEMORY CARD IN ORDER TO SAVE GAME DATA. IF LESS THAN 134KB OF FREE SPACE IS AVAILABLE, ERASE UNWANTED DATA TO MAKE ROOM.
- DO NOT REMOVE THE MEMORY CARD OR TURN OFF POWER TO THE PLAYSTATION 2 WHILE DATA IS BEING SAVED OR LOADED OR YOUR GAME DATA MAY BE LOST.
- YOU CAN PLAY THE GAME WITHOUT A MEMORY CARD BUT YOU WON'T BE ABLE TO SAVE GAME DATA.

SECRET SAMURAI

JAPAN IS BUSTLING IN THE DYING DAYS OF THE TOKUGAWA SHOGUNATE. SITUATED FAR FROM THE CAPITAL, EDO, THE TOWN OF AMAHARA, HAS BEEN GRANTED PERMISSION TO TRADE WITH FOREIGNERS, AND BUSINESS IS BOOMING AS A RESULT. THE TOWN IS AWASH WITH PEOPLE EAGER TO GRAB THEIR SHARE OF THE SPOILS.

MEANWHILE, THE SHOGUN IS SCHEMING TO ANNEX NEW TERRITORIES TO COUNTER THE GROWING THREAT OF FOREIGN POWERS.

DETERMINED NOT TO GIVE THE SHOGUN AN EXCUSE TO MOVE ON AMAHARA, THE TOWN MAGISTRATE'S OFFICE RULES WITH AN IRON FIST, PERMITTING NOT EVEN THE MOST TRIVIAL OFFENSE TO GO UNPUNISHED.



At the same time, the Aoto Gang continue to peddle the mysterious "soma" drug to the townspeople already suffering from poverty and oppression.

And so life in Amahara goes on day by day.

Then one day, a lone samurai arrives in town. Collapsing from hunger and fatigue, he meets up with a girl...

What brings this lone samurai to Amahara? What does he hope to achieve here?

Only one person can answer that question...and that person is YOU!

Amahara Shrine

Numata-cho Blacksmith's

Amahara Magistrate's Office

Kakinuma-cho Restaurant

Otemon

Amakaze-cho
Amakaze Inn

CHARACTERS

EVEN THOUGH THIS YOUNG GIRL FROM AMAHARA IS UNABLE TO SPEAK, SHE HAS A HEART OF GOLD. SHE HAS NO FAMILY AND SURVIVES BY TAKING ON ODD JOBS AROUND TOWN.

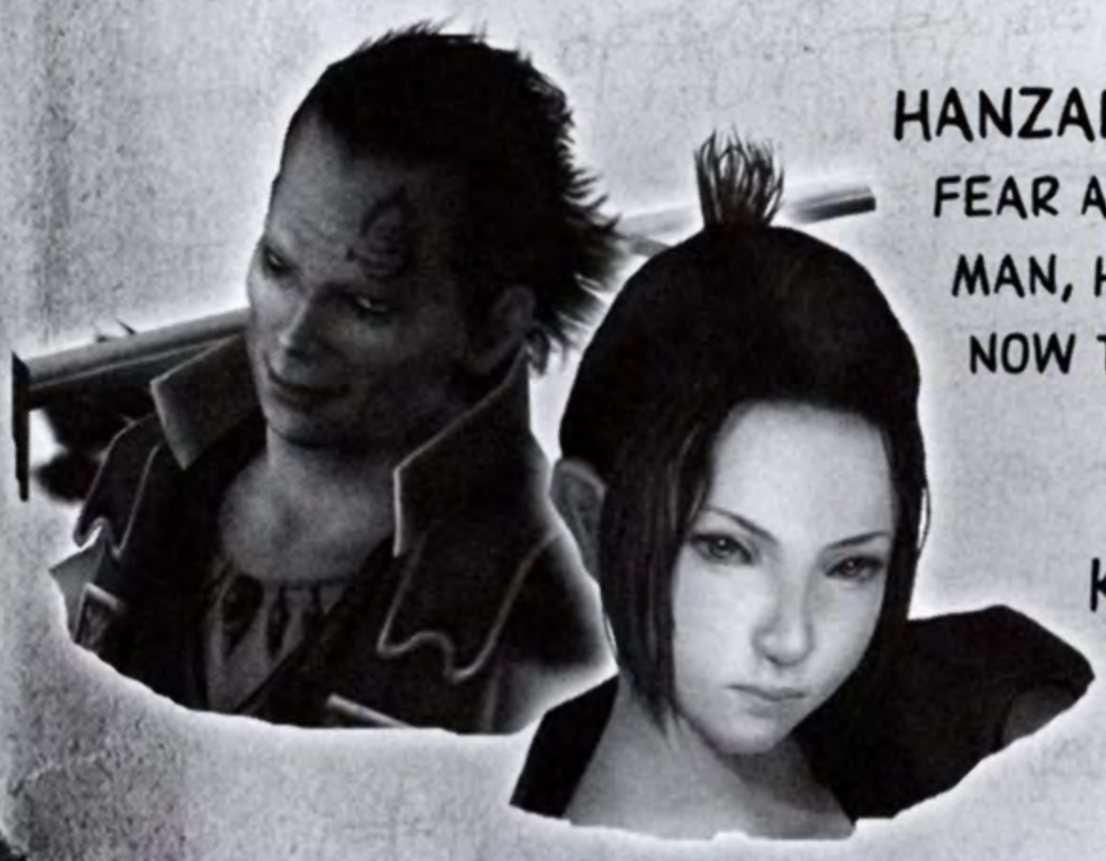
MAIKAZE IS THE LEADING COURTESAN AT THE AMAKAZE INN. DESPITE HER UNFORTUNATE CIRCUMSTANCES, SHE LIVES HER LIFE WITH FIERCE PRIDE.

NAMI IS A COURTESAN AT THE AMAKAZE INN. WITH HER MYSTERIOUS FEMININE CHARMS, SHE WRAPS MEN AROUND HER LITTLE FINGER.

DANPACHI TAKES CARE OF THE DAY-TO-DAY RUNNING OF THE AMAKAZE INN. ALWAYS IN THE KNOW AND WITH A KEEN INSIGHT INTO HUMAN NATURE – VERY LITTLE THAT GOES ON ESCAPES HIS ATTENTION.

AN ITINERANT PEDDLER OF MEDICINES, **KUSABURO** IS A FRIENDLY FELLOW WHO CHATS FREELY WITH EVERYONE HE MEETS. HE POSSESSES AN AMIABLE PERSONALITY AND AN INSATIABLE CURIOSITY.

AMAHARA'S ONLY DOCTOR, **GENAN** RUSHES TO HELP THE MINUTE HE HEARS OF A SICK OR INJURED PERSON AND DOES HIS UTMOST FOR HIS PATIENTS, EVEN IF THEY CAN'T AFFORD TO PAY.



HANZAEMON SEEKS TO CONTROL AMAHARA BY FEAR AND VIOLENCE. A COLD-BLOODED, BRUTAL MAN, HE RUNS THE AOTO GANG SINGLE-HANDEDLY NOW THAT HIS PREDECESSORS ARE ALL DEAD.

KASUMI IS THE DAUGHTER OF THE LATE BOSS OF THE AOTO GANG.

THE MAGISTRATE OF AMAHARA, **KUROHA MIKAWANOKAMI YOSHITAKA**, WAS ONCE BELOVED BY THE PEOPLE FOR HIS HONESTY AND FAIRNESS. HE IS NOW CONVINCED IT IS HIS PERSONAL DUTY TO DEFEND AMAHARA FROM THE SHOGUN'S DESIGNS.

AN ENFORCER FOR THE AOTO GANG, **KYOJIRO KAGENUMA** IS ALWAYS ON THE LOOKOUT FOR VICTIMS TO QUENCH HIS THIRST FOR BLOOD.

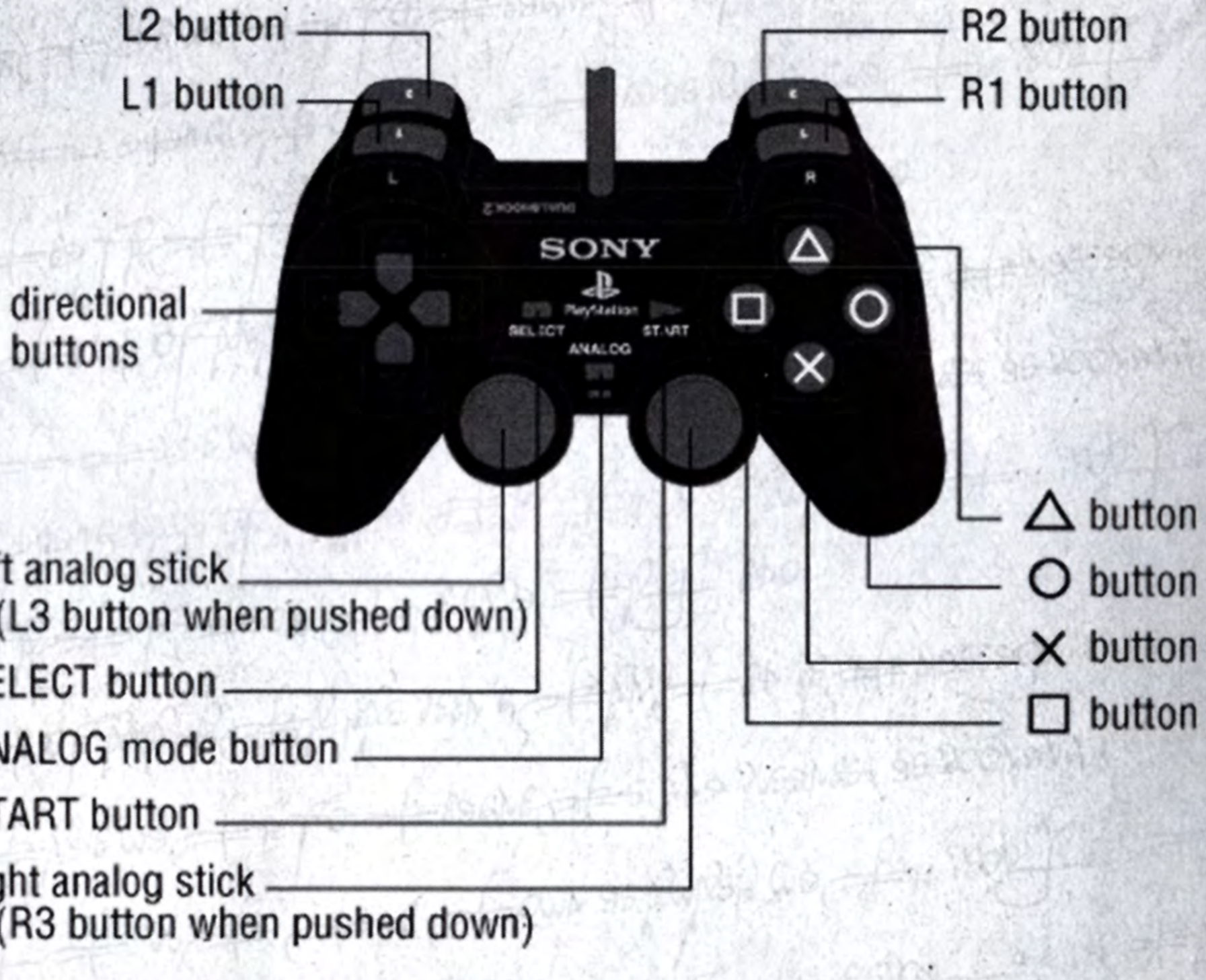
GENAN'S ASSISTANT, **CHIYO**, IS AN ATTENTIVE AND CARING PERSON. SHE'S NOT A NATIVE OF AMAHARA, HAVING ARRIVED SOME TIME AGO FROM ANOTHER REGION, BUT SHE DOESN'T LIKE TO DISCUSS HER PAST.

NAKAMURA MIGHT LOOK LIKE A WIMP, BUT APPEARANCES CAN BE DECEPTIVE. IN FACT, HE HAS AN EXCELLENT SWORD ARM AND A SHARP MIND, AND IS A SHREWD OPERATOR.

GOSHIRO MUTO IS MAGISTRATE YOSHITAKA'S RIGHT-HAND MAN. AN ACCOMPLISHED SWORDSMAN AND A SAMURAI OF STRICT INTEGRITY, WITH AN UNSWERVING DEVOTION TO HIS MASTER'S WILL.

THESE THREE LOW-LIFE MINIONS OF THE AOTO GANG, **NIHEI**, **ICHIKICHI** AND **SANTA**, ALWAYS ACT AS A TEAM.

DEFAULT CONTROLS



MENU CONTROLS

DIRECTIONAL BUTTONS/LEFT ANALOG STICK	SELECT OPTION
⊗ BUTTON	CONFIRM SELECTION
△ BUTTON	CANCEL SELECTION
SELECT BUTTON	SHORTCUT TO SWORD/ITEM SELECTION AND STATUS CHECK
L1 / R1 BUTTONS	SWITCH BETWEEN SWORD/ITEM SELECTION AND STATUS CHECK
L1 / R1 BUTTONS	ZOOM STATUS CHECK MAP IN/OUT

WITH SWORD AT REST

LEFT ANALOG STICK	WALK (PUSH GENTLY) OR RUN (PUSH FIRMLY) (YOU CAN ALSO USE THE DIRECTIONAL BUTTONS)
⊗ BUTTON	JUMP
○ BUTTON	TALK
□ BUTTON	PICK UP ITEM
□ + R1 BUTTONS	KICK
L1 BUTTON	DRAW SWORD (ENTER BATTLE MODE)
RIGHT ANALOG STICK	CHANGE CAMERA'S POINT OF VIEW
R3 BUTTON	RESET CAMERA POSITION
START BUTTON	PAUSE/OPEN PAUSE MENU
SELECT BUTTON	SHORTCUT TO SWORD/ITEM SELECTION AND STATUS CHECK

BATTLE MODE (WITH SWORD DRAWN)

LEFT ANALOG STICK	SHUFFLE/STEP (SHORT PUSH IN ANY DIRECTION) SET DIRECTION OF TECHNIQUE COMMAND (YOU CAN ALSO USE THE DIRECTIONAL BUTTONS FOR THESE MOVES)
⊗ BUTTON	JUMP
△ BUTTON	VERTICAL SLASH
△ + R1 BUTTONS	THROW
□ BUTTON	HORIZONTAL SLASH
□ + R1 BUTTONS	KICK
R1 BUTTON	DEFEND/PARRY
L1 BUTTON	SHEATH SWORD (EXIT BATTLE MODE)
R2 BUTTON	FREE RUN (HOLD DOWN DURING A FIGHT TO REMOVE THE TARGET SO YOU CAN MOVE FREELY)
RIGHT ANALOG STICK	CHANGE CAMERA'S POINT OF VIEW (WHEN THERE IS NO TARGET OR DURING A FREE RUN)
R3 BUTTON	RESET CAMERA POSITION
START BUTTON	PAUSE/OPEN PAUSE MENU
SELECT BUTTON	SHORTCUT TO SWORD/ITEM SELECTION AND STATUS CHECK

GETTING INTO THE GAME

USE THE MENU CONTROLS ON PAGE 8 TO NAVIGATE THROUGH MENU SCREENS.

DATA SELECTION

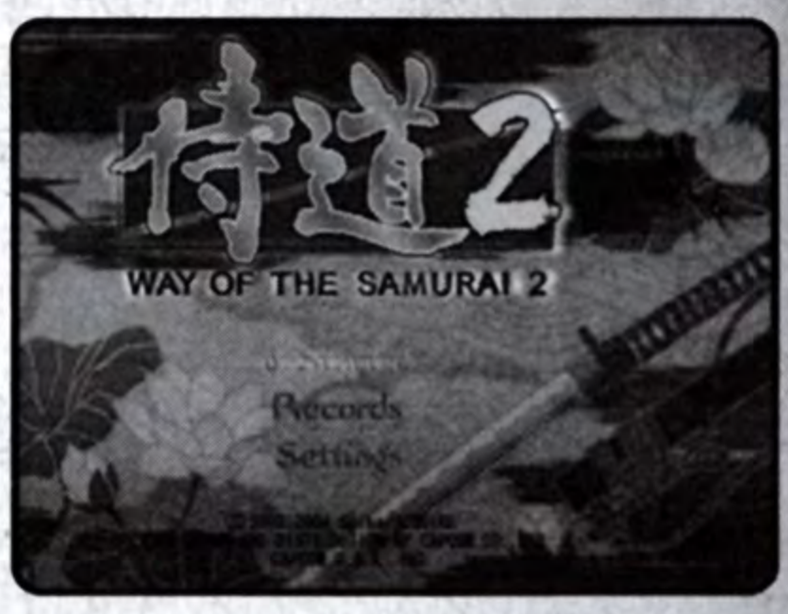
THE FIRST TIME YOU PLAY THE GAME, YOU WILL CREATE A SYSTEM FILE ON THE MEMORY CARD. FOLLOW THE ONSCREEN INSTRUCTIONS AND PRESS THE ⊗ BUTTON. (FOR INFORMATION ABOUT MEMORY CARDS, SEE PAGE 3.)

- SELECT YOUR PLAY DATA, THEN SELECT **START** AND **YES**. THE START MENU APPEARS.
- COPY DATA BY SELECTING THE PLAY DATA, **COPY**, AND THEN A LOCATION TO COPY TO. DELETE DATA BY SELECTING THE PLAY DATA AND THEN SELECTING **DELETE**.
- IMPORTANT! DATA ON GAME POINTS, SWORDS AND RECORDS IS SAVED IN SEPARATE SAVE FILES (FILES 1, 2 & 3) AND CANNOT BE SHARED.

START MENU

- **START** – START A GAME AND SET THE DIFFICULTY LEVEL. IF YOU SAVED AN UNFINISHED GAME THE LAST TIME YOU PLAYED, YOU WILL START FROM WHERE YOU LEFT OFF, WITHOUT SETTING THE DIFFICULTY LEVEL.

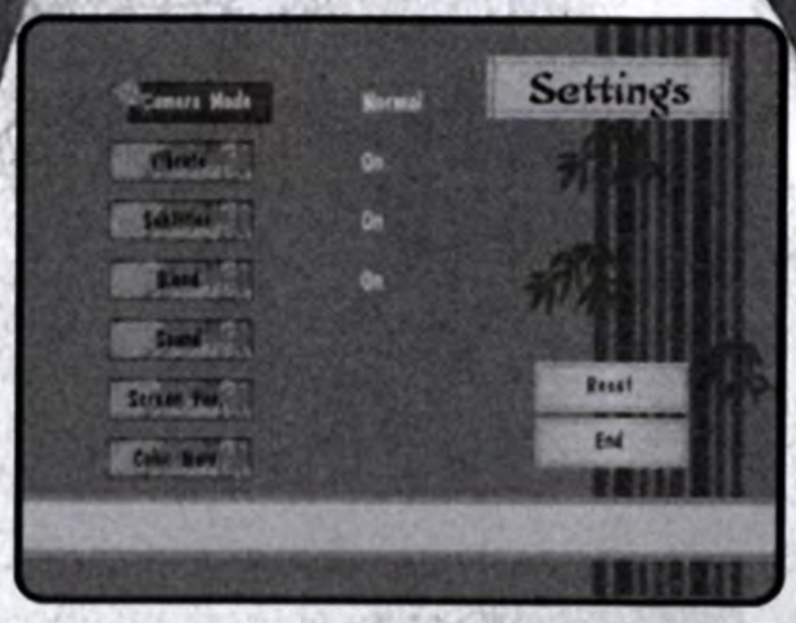
  IF YOU SELECT **START FROM BEGINNING**, THE MAXIMUM HEALTH (HP) AND ENERGY (EP) LEVELS ARE RESTORED. YOU START WITH YOUR HP AT 1000/1000 AND YOUR EP AT 4/10.



- **RECORDS** – VIEW PLAY DATA FROM PREVIOUS GAMES.
  - **MAIN RECORDS** – VIEW A VARIETY OF RECORDS. PICTURES OF DIFFERENT ENDINGS APPEAR IN THE ENDING COLUMN. IF THE ENDING IS THE SAME FOR TWO OR MORE GAMES, THE NUMBER OF TIMES YOU CLEARED THAT ENDING WILL BE SHOWN.
  - **TITLES** – VIEW A LIST OF TITLES ACQUIRED.
  - **SWORDS** – VIEW A LIST OF SWORDS ACQUIRED.
  - **ACCESSORIES** – VIEW A LIST OF ACCESSORIES ACQUIRED.

SETTINGS

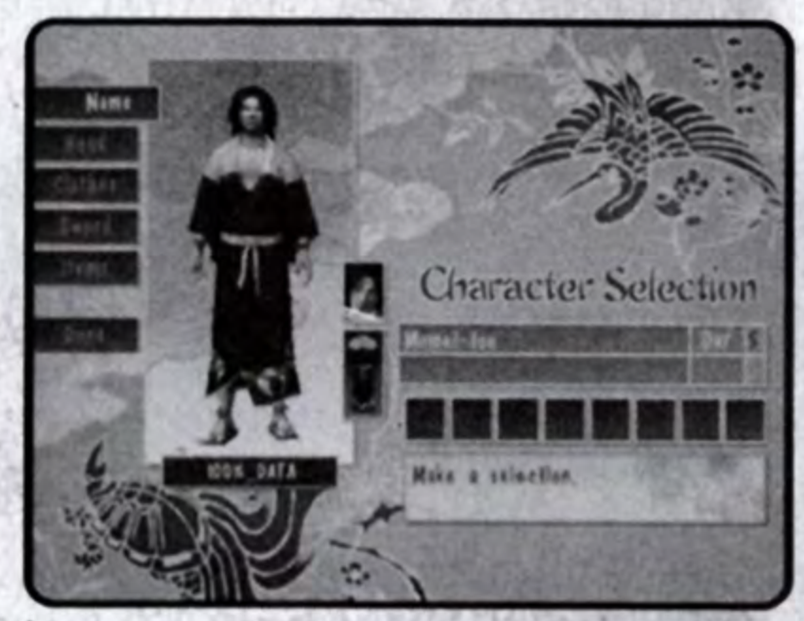
ADJUST VARIOUS GAME SETTINGS. PRESS THE DIRECTIONAL BUTTONS ⬆/⬇ TO SELECT ITEMS AND ⬅/➡ TO CHANGE SETTINGS.



- CAMERA MODE – TOGGLE NORMAL OR REVERSE MODES.
- VIBRATE – TOGGLE THE CONTROLLER'S VIBRATION FUNCTION ON/OFF.
- SUBTITLES – TOGGLE SUBTITLES ON/OFF.
- BLOOD – TOGGLE BLOOD DISPLAY ON/OFF.
- SOUND – TOGGLE STEREO/MONO. SELECT TEST AND ADJUST THE VOLUME.
- SCREEN POSITION – CENTER THE GAME SCREEN ON YOUR TV.
- COLOR BAR – ADJUST THE COLOR DISPLAY.
- RESET – RESTORE THE DEFAULT VALUES.
- END – EXIT THE SETTINGS MENU.

CHARACTER SELECTION

- NAME – SELECT THE LETTERS AND PRESS THE ⊗ BUTTON TO ENTER THEM. PRESS THE ○ BUTTON TO DELETE A LETTER. PRESS THE L1/R1 BUTTONS TO MOVE THE CURSOR.
- HEAD – SELECT A HEAD FOR YOUR CHARACTER.
- CLOTHES – SELECT CLOTHES FOR YOUR CHARACTER.



- SWORD – YOU CAN CARRY A TOTAL OF TWO SWORDS FROM THE SWORD SAFE IN ADDITION TO YOUR STANDARD WEAPONRY. (SEE PAGE 17.)
  - READY SWORDS – SWORDS YOU ARE CURRENTLY CARRYING.
  - SWORD SAFE – HOLDS THE SWORDS STORED IN YOUR PREVIOUS GAME. SELECT CHANGE ORDER TO REARRANGE THE LIST.
- ITEMS – YOU CAN CARRY UP TO EIGHT ITEMS STORED IN YOUR ITEM BOX IN PREVIOUS GAMES. SELECT THE ITEM BOX AND THEN SELECT THE ITEM TO EQUIP. REVERSE THE PROCEDURE TO RETURN AN ITEM TO THE BOX (SELECT THE ITEM AND THEN SELECT THE ITEM BOX).
- DONE – CLOSE THE SETTINGS MENU AND START THE GAME.

QUITTING

TO QUIT THE GAME AND RETURN TO THE TITLE SCREEN, MOVE THE CURSOR TO THE BOTTOM OF THE AMAHARA MAP AND SELECT OUTSIDE AMAHARA. IF YOU SAVE THE GAME AT THIS TIME, YOU WILL START FROM THE BEGINNING THE NEXT TIME YOU PLAY.

PLAYING THE GAME

ACTIONS

In this game, you take on the role of a samurai who spends ten days in Amahara, where three forces are competing for power – THE MAGISTRATE'S OFFICE, THE AOTO GANG and THE TOWNSPEOPLE.

You are free to follow whatever course of action you please. It is up to you whether you choose to align yourself with one of the forces or treat them all as enemies.

The game ends after your final day in Amahara, but the nature of that ending will be determined by the actions you have taken. Of course, your choice of actions may also lead to the game ending before the ten days are up.

THREE FORCES

You increase the power of the Magistrate's Office, the Aoto Gang and the townspeople by cooperating with them, using their stores, and other such actions.

When the townspeople grow more powerful, goods become cheaper and increase in variety.

But if you repeatedly act like a villain, for example, by killing townspeople or refusing to pay for goods, you may find yourself barred from using their stores.

TIME

THE TIME FLOWER SHOWS THE TIME OF DAY. THE PETALS DROP OFF AS THE DAY ADVANCES. A FLOWER WITH ALL FIVE PETALS INDICATES EARLY MORNING. FOUR PETALS INDICATE MID-MORNING; THREE PETALS, AFTERNOON; TWO PETALS DESIGNATE EVENING AND, WHEN ONLY ONE PETAL REMAINS, IT IS LATE NIGHT. WHEN THE NEXT DAY BEGINS, ALL FIVE PETALS REAPPEAR.

TIME ADVANCES WHENEVER YOU MOVE. THE MORE YOU SEARCH AND FIGHT, THE QUICKER TIME PASSES. WHEN YOU STOP MOVING, TIME STANDS STILL. THE PETAL COLOR FADES AS EACH OF THE DAY'S FIVE PHASES PASSES.

THE BUD AT THE TOP RIGHT OF THE FLOWER GLOWS WHEN A PHASE IS NEARING ITS END. IF YOU LEAVE THE MAP WHEN THE BUD IS GLOWING, THAT PHASE IS FINISHED. YOU MUST COMPLETE THE JOBS YOU ARE REQUESTED TO DO IN VARIOUS LOCATIONS AND COLLECT YOUR REWARD BEFORE THE PHASE ENDS, OR YOU WILL HAVE FAILED IN YOUR TASK.

HEALTH AND ENERGY

YOUR HEALTH GAUGE IS NORMALLY GREEN. IT TURNS ORANGE WHEN YOU USE AN ITEM THAT ENHANCES ABILITY (A TIME LIMIT APPLIES). YOUR HP (HIT POINTS) COUNT IS DEPLETED WHEN YOU ARE DEFEATED IN BATTLE. WHEN YOUR HP DROPS TO ZERO, THE GAME IS OVER.

YOUR EP (ENERGY POINTS) RESERVE IS USED UP AS TIME PASSES, AS SHOWN BY THE ENERGY GAUGE. WHEN YOUR EP DROPS TO ZERO, YOU PASS OUT FOR FIVE PHASES.

YOU CAN RESTORE BOTH HP AND EP BY RESTING AT HOME, STAYING AT AN INN OR USING CERTAIN ITEMS.

THE ENEMY HEALTH GAUGE APPEARS DURING BATTLE TO MONITOR THE ENEMY'S HEALTH. IT EMPTIES AS YOU ATTACK AND WEAKEN THE ENEMY. IF YOU MANAGE TO COMPLETELY DRAIN THE GAUGE, THE ENEMY WILL BE DEFEATED.

SWORD DURABILITY

EACH SWORD HAS A LEVEL OF DURABILITY. WHEN YOU STRIKE WITH A SWORD, ITS DURABILITY GAUGE INCREASES. IF YOU DON'T STRIKE, THE DURABILITY GAUGE WILL FALL. AS THE DURABILITY GAUGE RUNS DOWN, THE LEVEL OF DURABILITY DROPS BY ONE SEGMENT. WHEN DURABILITY REACHES ZERO, THE SWORD BREAKS.

THE MORE YOU SUCCESSFULLY DEFEND AGAINST AN OPPONENT'S ATTACK, THE HIGHER THE DURABILITY GAUGE RISES. HOWEVER, IF YOU TRY TO DEFEND ALL THE TIME BY PARRYING, YOUR SWORD IS LIKELY TO BREAK. YOU CAN HAVE YOUR SWORD TEMPERED BY THE BLACKSMITH TO INCREASE ITS DURABILITY.
(SEE PAGE 19.)

HOME

RESTING AT YOUR HOUSE IN OTSUKA-CHO WILL RESTORE YOUR EP AND HP. THE DEGREE TO WHICH THEY ARE RESTORED DEPENDS ON HOW LONG YOU REST – BUT THE LONGER YOU REST, THE MORE PHASES YOU MISS. A NAP COSTS YOU ONE PHASE; A DEEP SLEEP COSTS FIVE PHASES (ONE WHOLE DAY).

JOBS

TALK TO PEOPLE IN FRONT OF THE AMAKAZE INN OR OUTSIDE THE AOTO GANG'S HEADQUARTERS OR THE MAGISTRATE'S OFFICE. THEY WILL GIVE YOU JOBS TO DO. YOU MIGHT ALSO BE ASKED TO DO A JOB BY OTHER PEOPLE IN TOWN. IF, BEFORE THE NEXT PHASE STARTS, YOU ACCEPT A JOB, COMPLETE IT (WITH THE HELP OF HINTS) AND RETURN TO THE PERSON WHO GAVE YOU THE JOB, YOU WILL BE PAID. WHEN YOU EITHER SUCCEED OR FAIL IN A JOB, THE GAME ADVANCES TO THE NEXT PHASE.

ITEMS

THERE ARE THREE CATEGORIES OF ITEM. **CONSUMABLE ITEMS**, SUCH AS RICE BALLS, RAISE OR RESTORE VARIOUS PARAMETERS. YOU USE **SPECIAL ITEMS** TO PERFORM JOBS AND OTHER TASKS. YOU CAN WEAR **DECORATIVE ITEMS**, BUT ONLY ONE AT A TIME. YOU CAN BUY ITEMS AT A STORE, AND SOMETIMES FIND THEM BY SMASHING OPEN A BOX OR JAR OR DEFEATING AN ENEMY.

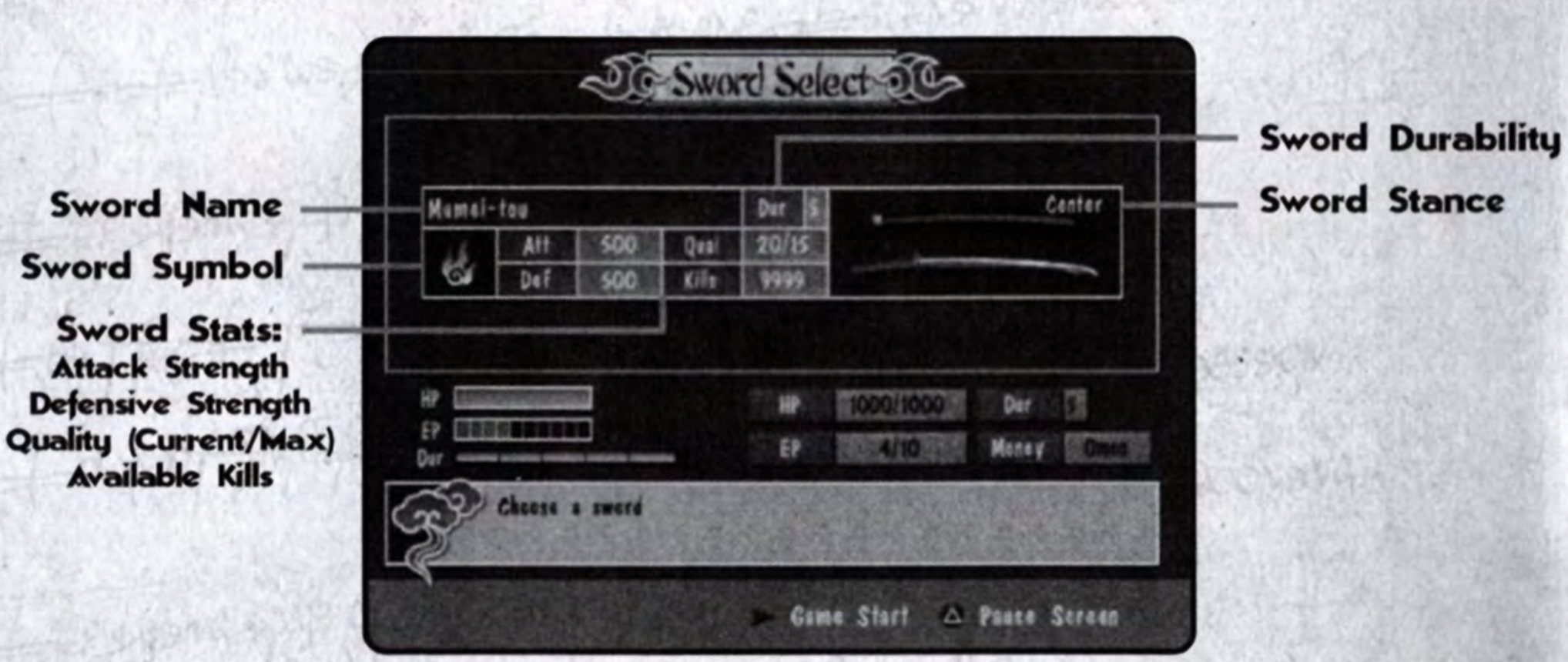
WHEN YOUR SWORD IS SHEATHED, YOU CAN PICK UP ITEMS OR SWORDS BY PRESSING THE ▢ BUTTON. YOU CAN ALSO PICK UP AN ITEM OR SWORD BY KICKING IT. TO DO THIS, PRESS THE R1 + ▢ BUTTONS.

PAUSE MENU

PRESS THE START BUTTON DURING A GAME TO DISPLAY THE PAUSE MENU. THE ITEMS AVAILABLE IN THE MENU DEPEND ON WHETHER YOU PAUSED FROM THE GAME SCREEN OR FROM THE AMAHARA MAP.

NOTE: PRESS THE SELECT BUTTON DURING PLAY TO SHORTCUT TO THE SWORD/ITEM SELECTION AND STATUS CHECK SCREENS. PRESS THE L1 / R1 BUTTONS TO SWITCH BETWEEN SCREENS.

SWORD SELECTION



PRESS THE DIRECTIONAL BUTTONS ⬆ / ⬇ TO SELECT A SWORD AND PRESS THE ⊗ BUTTON TO DISPLAY THE SWORD MENU WITH THE FOLLOWING OPTIONS:

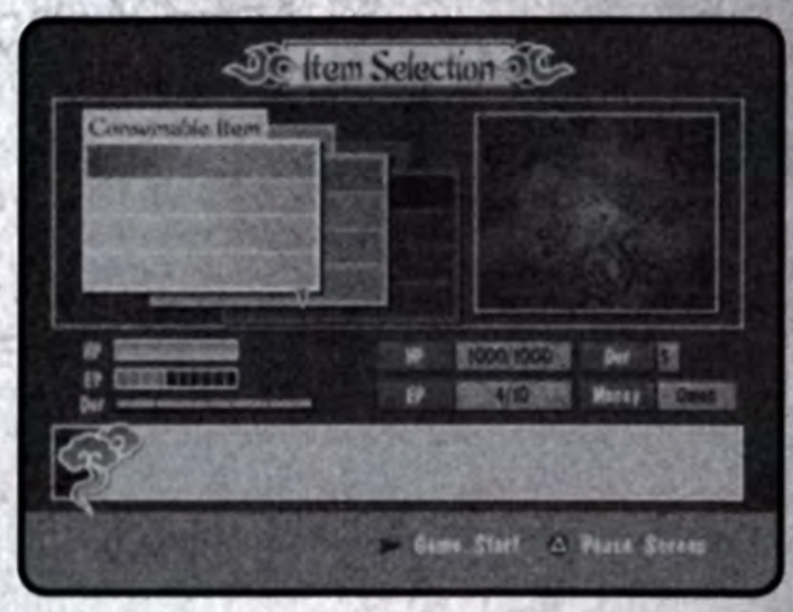
- **EQUIP** – EQUIP YOURSELF WITH THE SWORD.
- **DROP** – DROP THE SWORD IN YOUR PRESENT LOCATION.
- **CHECK MOVES** – DISPLAY THE TECHNIQUES AND COMMANDS YOU'VE LEARNED WITH THAT SWORD. (SEE PAGE 18.)

SWORD QUALITY

SWORD QUALITY INDICATES THE WORKMANSHIP OF A SWORD AND IS EXPRESSED AS A FRACTION.

- **TOP NUMBER** – INDICATES THE CURRENT QUALITY OF THE SWORD. THE HIGHER THE VALUE, THE MORE EFFECTIVE THE UPGRADING HAS BEEN. A WEAPON UPGRADE INCREASES THE QUALITY OF THE ITEM BY ONE LEVEL. (SEE PAGE 19.)
- **BOTTOM NUMBER** – INDICATES THE SWORD'S POTENTIAL QUALITY. THIS IS THE LIMIT TO WHICH THE SWORD CAN BE SAFELY FORGED BY THE BLACKSMITH DURING UPGRADING. THE HIGHER THE FIGURE, THE GREATER THE LEVEL TO WHICH THE SWORD CAN BE UPGRADED. THIS VALUE IS FIXED AT THE LEVEL SHOWN WHEN YOU ACQUIRE THE SWORD.

ITEM SELECTION



PRESS THE DIRECTIONAL BUTTONS ←/→ TO SELECT AN ITEM CATEGORY AND ↑/↓ TO SELECT THE ITEM WITHIN THE CATEGORY. WHEN YOU SELECT AN ITEM, AN ITEM COMMAND MENU APPEARS. SELECT THE COMMAND YOU WANT.

ITEM CATEGORIES

- CONSUMABLE ITEMS – ITEMS THAT RUN OUT AFTER ONE USE.
- SPECIAL ITEMS – ITEMS USED FOR JOB REQUESTS, ETC.
- DECORATIVE ITEMS – ITEMS THAT YOU WEAR.

ITEM COMMANDS

- USE – USE A CONSUMABLE ITEM.
- EQUIP – WEAR A DECORATIVE ITEM.
- REMOVE – REMOVE A DECORATIVE ITEM.
- CHANGE ORDER – CHANGE THE ORDER OF THE ITEMS. SELECT THE ITEM TO BE MOVED AND THEN THE POSITION YOU WANT TO MOVE IT TO.
- DROP – DROP A CONSUMABLE ITEM AT YOUR PRESENT LOCATION. YOU CANNOT DROP SPECIAL OR DECORATIVE ITEMS.

STATUS CHECK

USE THIS SCREEN TO CHECK ON YOUR CURRENT STATUS AND MAP. HINTS ON HOW TO PROCEED AND OTHER SUCH MESSAGES ARE DISPLAYED IN THE MESSAGE WINDOW. IF YOU'VE LOST TRACK OF YOUR OBJECTIVES, IT'S A GOOD IDEA TO REVIEW YOUR SITUATION HERE.

MAP

USE THE DIRECTIONAL BUTTONS TO SCROLL AND PRESS THE L2 / R2 BUTTONS TO ZOOM IN/OUT.

- ARROW – SHOWS YOUR POSITION AND THE DIRECTION YOU ARE TRAVELING.
- ORANGE MARK – TOWNSPEOPLE.
- GREEN MARK – THE MAGISTRATE'S MEN.
- BROWN MARK – AOTO GANG MEMBERS.
- BLUE MARK – BUILDINGS YOU CAN ENTER. (SOME BUILDINGS CAN ONLY BE ENTERED AT CERTAIN TIMES.)
- GREY MARK – BUILDINGS YOU CANNOT ENTER, WALLS AND OTHER OBSTACLES.
- RED MARK – LOCATIONS LEADING OUT OF TOWN.

SWORD SAFE SCREEN

PRESS THE START BUTTON FROM THE AMAHARA MAP SCREEN TO ENTER THE SWORD SAFE SCREEN. HERE YOU CAN STORE SWORDS AND ITEMS IN THE SWORD SAFE AND THE ITEM BOX. SWORDS AND ITEMS STORED HERE CAN BE RETRIEVED AND RETURNED AT WILL, AND WILL BE AVAILABLE TO YOU THE NEXT TIME YOU PLAY.

SWORD SAFE

- **EQUIP SWORDS** – THE SWORDS YOU ARE CURRENTLY CARRYING AROUND WITH YOU. TO STORE A SWORD IN THE SWORD SAFE, SELECT IT AND THEN SELECT **PUT IN SAFE**.
- **SWORD SAFE** – SELECT A PAGE AND THEN SELECT A SWORD. YOU CAN NOW CHOOSE FROM **READY, DROP** OR **CHECK MOVES**. IN CERTAIN CONDITIONS, YOU CAN ALSO EXPAND THE SWORD SAFE AND INCREASE THE NUMBER OF SWORDS THAT IT CAN HOLD. SELECT **CHANGE ORDER** TO LIST THE SWORDS BY DIFFERENT CRITERIA.

ITEM BOX

- **ITEM** – TO PUT AN ITEM YOU ARE CARRYING INTO THE ITEM BOX, SELECT IT AND THEN SELECT **PUT INTO ITEM BOX**. THE ITEM WILL BE PLACED IN A SPECIFIC LOCATION WITHIN THE BOX. (IF THE LIST LOOKS EMPTY, TRY MOVING UP AND DOWN THE LIST WITH THE DIRECTIONAL BUTTONS.)
- **ITEM BOX** – SELECT AN ITEM IN THE ITEM BOX AND SELECT **TAKE OUT** TO ADD IT TO THE ITEMS YOU'RE CARRYING.

OTHER COMMANDS

- **SETTINGS** – ADJUST VARIOUS GAME SETTINGS. (SEE PAGE 11.)
- **SAVE** – OPEN THE PAUSE MENU FROM THE AMAHARA MAP TO ACCESS THIS OPTION. USE IT TO SAVE YOUR PROGRESS UP TO THE CURRENT POINT. AFTER SAVING, YOU CAN CHOOSE TO CONTINUE THE GAME OR RETURN TO THE TITLE SCREEN.

COMBAT BASICS

FIGHTING TECHNIQUE

YOU WILL USE YOUR FIGHTING SKILLS WHEN YOU OPPOSE THE MAGISTRATES OFFICE OR THE AOTO GANG OR WHEN YOU ATTACK ARMED CHARACTERS IN THE TOWN.

YOU CAN USE FIGHTING TECHNIQUES AS THEY COME TO YOU DURING A FIGHT. CHECK OUT YOUR NEW TECHNIQUES USING THE **CHECK MOVES** COMMAND UNDER **SWORD SELECTION** IN THE PAUSE MENU. AN ARROW POINTING ← MEANS THAT YOU SHOULD USE YOUR DIRECTIONAL BUTTONS TO MOVE TOWARD THE OPPONENT. AN ARROW POINTING → TELLS YOU TO BACK AWAY FROM THE OPPONENT.

LEARN MORE ABOUT FIGHTING BY VISITING THE DOJO IN SHIKANO-CHO.

CHECK YOUR MOVES ON THE TECHNIQUE SCREEN. THE NAMES OF THE TECHNIQUES APPEAR EITHER IN WHITE OR BLUE.

- **WHITE** – NO SPECIAL FEATURES. THESE ARE THE NAMES OF TECHNIQUES YOU HAVE LEARNED.
- **BLUE** – THE MOVES THAT COME LATER ON IN THESE TECHNIQUES CAN BE CANCELED BY EXECUTING A JUMP, STEP, ATTACK OR OTHER ACTION.

  THIS DOESN'T MEAN THAT ANY ACTION WILL CANCEL THE MOVE IF THE TECHNIQUE IS IN BLUE. EACH TECHNIQUE IS CANCELED BY A SPECIFIC ACTION. FOR EXAMPLE, ONE TECHNIQUE MAY BE CANCELED ONLY BY JUMPING, WHILE ANOTHER MAY BE CANCELED BY A STEP AND ATTACK.

  A YELLOW FRAME AROUND A TECHNIQUE MEANS THAT IT CAN BE UPGRADED INTO ANOTHER TECHNIQUE.

DOJO

YOU CAN PICK UP ALL SORTS OF INFORMATION AND PRACTICE YOUR FIGHTING TECHNIQUES AT THE SHIKANO-CHO DOJO. YOU CAN ALSO PIT YOURSELF AGAINST A GRAND SWORDMASTER. IT'S A GOOD IDEA TO GO HERE AND GET SOME PRACTICE IN FIRST.

BLACKSMITH

YOU CAN VISIT THE BLACKSMITH IN NUMATA-CHO TO HAVE WEAPONS FORGED AND GET THEIR TITLES APPRAISED. YOU HAVE TO BE TRUSTED BY THE TOWNSPEOPLE IN ORDER TO USE THE BLACKSMITHS. SELECT WHAT YOU WANT TO HAVE DONE, AND THEN SELECT THE SWORD.

WEAPON UPGRADES

You can have the Blacksmith upgrade your weapons.

- **RAISE QUALITY** – You can have the attack strength or defense strength of your sword enhanced. The quality will be raised by one level each time, and you can have the process performed as many times as it takes to raise the sword to its maximum quality potential.

  For example, a sword with a quality characteristic of 3/8 can have its quality raised five more times (from level 3 up to level 8). If you attempt to raise a sword's quality beyond its limit, the sword may break. Increasing the attack strength of a sword may decrease its defense strength, and vice versa. You still have to pay up even if the process fails.

- **STRENGTHEN** – You can strengthen a sword by increasing its durability up to level 5. Increasing durability does not raise a sword's quality.

TITLE APPRAISAL

You can have a title bestowed on your weapon. A sword will be appraised based upon its workmanship and history.

You can only name a sword once, so titles are only given to weapons that have been somewhat tried and tested in battle.

MAIN STORES

STORES

THERE ARE TWO KINDS OF STORES – THOSE WHERE YOU CAN BUY ITEMS AND THOSE WHERE YOU CAN'T. WHEN THE TOWNSPEOPLE GROW IN POWER, THE STORES WHERE YOU CAN BUY ITEMS HAVE MORE GOODS FOR SALE. YOU CAN ENTER STORES WITH SIGNBOARDS OUTSIDE (SOME STORES DON'T HAVE SIGNBOARDS).

IF YOU HAVE A LOW LEVEL OF TRUST AMONG THE TOWNSPEOPLE, YOU WILL NOT BE ABLE TO USE THE STORES. IN THAT CASE, YOU HAD BETTER RESTORE SOME OF YOUR TRUST BY DOING A JOB FOR A MERCHANT IN AMAKAZE.

STORES WHERE YOU CAN BUY ITEMS

- TEXTILES – AMAKAZE-OHO
- GENERAL STORE – AMAKAZE-OHO
- JEWELRY STORE – AMAKAZE-OHO, OTSUKA-CHO, AMAHARA SHRINE
- FRUIT & VEGETABLE STAND – NUMATA-CHO, OTSUKA-CHO
- FANCY GOODS STORE – AMAKAZE-OHO, AMAHARA SHRINE, OTSUKA-CHO
- LIQUOR STORE/PHARMACY – OTSUKA-CHO

FACILITIES YOU CAN USE

- INN – RESTORES HP AND EP
- BATH HOUSE – RESTORES EP
- AMAKAZE INN – INCREASES/DECREASES HP AND EP
- RESTAURANT – RESTORES HP
- PUB – INCREASES/DECREASES HP AND EP
- TEA HOUSE – RESTORES HP

END GAME

ENDINGS

A GAME ENDS EITHER WHEN YOU CLEAR A GAME, WHEN YOU DIE, OR WHEN YOU LEAVE AMAHARA FROM THE AMAHARA MAP.

WHEN YOU SAVE THE GAME IN ANY OF THESE SITUATIONS, YOUR SCORE IS ACCUMULATED AND YOU START FROM THE BEGINNING THE NEXT TIME YOU PLAY. WHEN YOU SAVE THE GAME IN THE CASE OF GAME OVER, YOU LOSE THE SWORDS AND ITEMS YOU WERE CARRYING.

RATING

THE SAMURAI RATING DISPLAY CONSISTS OF TWO SCREENS. SCREEN 1 CONTAINS GENERAL INFORMATION AND SCREEN 2 CONTAINS DETAILS OF YOUR CURRENT GAME.

AS YOUR TOTAL SCORE INCREASES, VARIOUS ELEMENTS ARE ADDED TO YOUR CHARACTER SELECTION OPTIONS, AND A MESSAGE TO THAT EFFECT APPEARS IN THE MESSAGE WINDOW.

FIGHTING SKILLS

VERTICAL/HORIZONTAL SLASH

△ OR □ BUTTON

A SWORD ATTACK CONSISTS OF EITHER A VERTICAL SLASH (△ BUTTON) OR A HORIZONTAL SLASH (□ BUTTON). YOU CAN JUDGE WHICH WAY THE SWORD IS BEING HANDLED FROM THE COLOR OF THE AFTERIMAGE LEFT BY THE SWORD. JUDGING SWORDSMANSHIP CORRECTLY IS A VITAL ELEMENT IN PARRYING YOUR OPPONENT'S ATTACK.

DEFEND

R1 BUTTON

USE THE R1 BUTTON TO DEFEND AGAINST AN OPPONENT'S ATTACK. YOU CAN ALSO MOVE STRAIGHT INTO A PARRY OR THROW FROM A DEFENSE. BUT WATCH OUT – YOU CANNOT DEFEND AGAINST SOME ATTACKS.

SPECIAL MOVES

DIRECTIONAL BUTTONS (PRESS BRIEFLY)

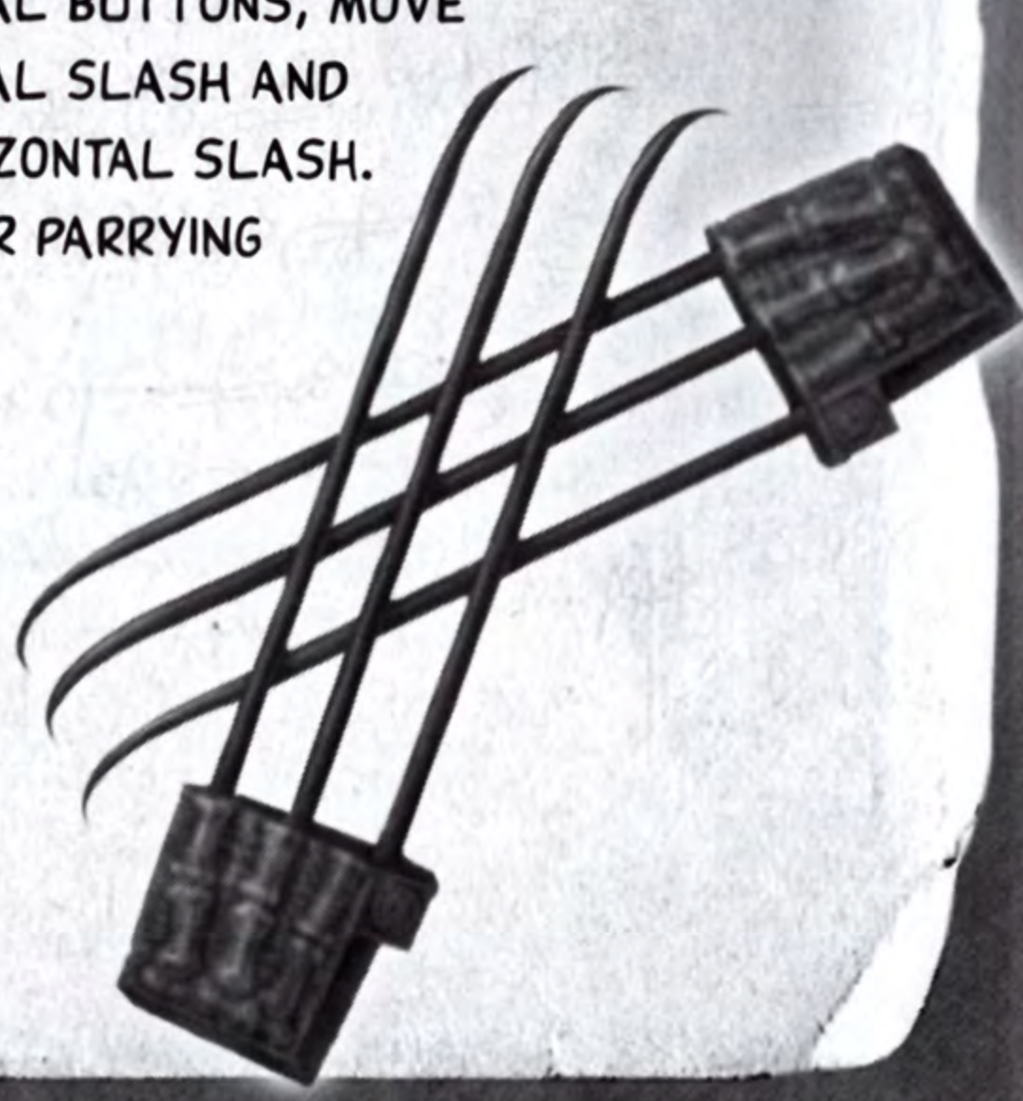
IF YOU PRESS A DIRECTIONAL BUTTON BRIEFLY WHEN YOU DRAW YOUR SWORD, YOU WILL TAKE A STEP IN THAT DIRECTION. YOU CAN ALSO STEP TO THE LEFT OR RIGHT TO AVOID A VERTICAL ATTACK AND THEN SEIZE THE OPPORTUNITY TO STRIKE.

PARRY

R1 BUTTON + ←/→

WHEN YOU DEFEND AGAINST AN ATTACK, YOU CAN PARRY YOUR OPPONENT'S ATTACK AND THROW HIM OFF BALANCE. USING THE DIRECTIONAL BUTTONS, MOVE TOWARD HIM WHEN HE HAS ATTACKED WITH A VERTICAL SLASH AND AWAY FROM HIM WHEN HE HAS ATTACKED WITH A HORIZONTAL SLASH. PRESSING THE △ OR □ BUTTON IMMEDIATELY AFTER PARRYING THE ATTACK ALSO ALLOWS YOU TO COUNTER WITH A PARRYING ATTACK.

WHEN YOU ATTACK THE ENEMY AFTER KNOCKING HIM OFF BALANCE, YOU CAN KILL HIM WITH A SINGLE BLOW NO MATTER HOW MUCH HP HE HAS LEFT.



KICK

R1 + ■ BUTTONS

PRESS THE ■ BUTTON WHILE DEFENDING TO EXECUTE A KICK. ALTHOUGH KICKING ONLY CAUSES LIMITED DAMAGE, THERE IS NO DEFENSE AGAINST IT.

CERTAIN BLOW TECHNIQUES ARE SPECIFIC TO PARTICULAR WEAPONS, WHICH, LIKE KICKING, CANNOT BE DEFENDED AGAINST. BLOW TECHNIQUES ARE MARKED IN THE TECHNIQUES LIST WITH THE **CRUSH** SYMBOL.

THROW

R1 + △ BUTTON

PRESS THE △ BUTTON WHILE DEFENDING TO LAUNCH A THROW ATTACK. IF ANOTHER ENEMY IS FARTHER AWAY IN THE PATH OF THE THROW, THAT ENEMY WILL ALSO BE TAKEN OUT. THROWING TECHNIQUES ARE MARKED IN THE TECHNIQUES LIST WITH THE **THROW** SYMBOL.

DEFENSE BREAKER

←/→ + △ OR ■ BUTTON

YOU CAN BREAK THROUGH YOUR OPPONENT'S DEFENSE BY PRESSING THE DIRECTIONAL BUTTONS ←/→ AND PRESSING AN ATTACK BUTTON. SOME WEAPONS ONLY ALLOW THE DEFENSE BREAKER TO BE USED EITHER VERTICALLY OR HORIZONTALLY, SO CHECK FIRST IN THE TECHNIQUES LIST. DEFENSE BREAKERS ARE MARKED IN THE TECHNIQUES LIST WITH THE **BREAK** SYMBOL.

INSTANT KILL

△ OR ■ BUTTON WHEN THE OPPONENT IS OFF-BALANCE

WHEN YOU ATTACK AN ENEMY WHO HAS BEEN KNOCKED OFF BALANCE BY A PARRY OR A DEFENSE BREAKER, YOU CAN KILL HIM WITH A SINGLE BLOW REGARDLESS OF HOW MUCH HP HE HAS. (SOME ENEMIES WILL NOT BE KILLED BY A SINGLE BLOW; YOU MUST CONTINUE TO ATTACK TO DEFEAT THEM.)

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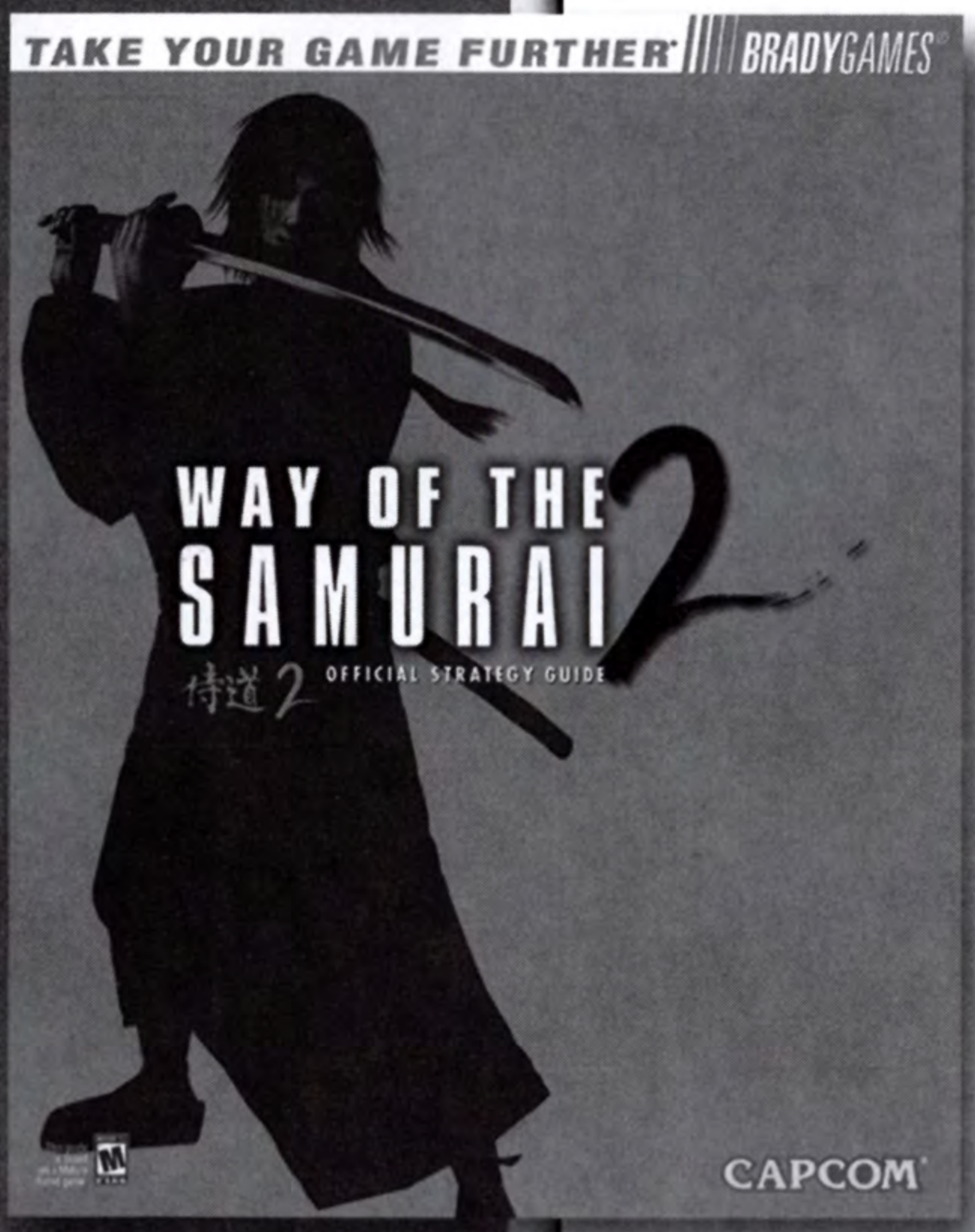

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